GRAVITY RUSH™
INSTRUCTION MANUAL
TEEN
T
CONTENT RATED BY ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD PRECAUTION – PART 1

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.

GAME CARD PRECAUTION – PART 2

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

GAME CARD NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation

• This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD NOTICE – PART 2

• However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Getting Started

NEW GAME

Select this option to start playing from the beginning. The game will commence when you tap the New Game icon.

CONTINUE

Tap save data from a previous game to continue where you left off. Kat will retain her powers and precious gems, but play will resume from the last auto-save checkpoint you reached.

NOTE: During certain segments of this game, you will not be able to access the network capabilities of your PlayStation®Vita system, and background functions such as downloads and chats will be suspended.

Saving

Auto-Saving

This game features an auto-save function that automatically records your progress at certain points in the game, such as when a mission is completed or when new town facilities become accessible. When "Auto-Saving" appears in the lower-right corner of the screen (touchscreen), make sure not to turn off your PS Vita system. The game auto-saves to its own save file, and will automatically overwrite old auto-save data.

Manually Saving

As the game progresses, Kat will establish a home in which you can freely save your game progress. You can create up to 20 save files, including the auto-save file.

NOTE: At least 4,000 KB of free memory card space is required to create a save file.

The Game Screen

Precious Gems

Shows the number of precious gems you've acquired so far.

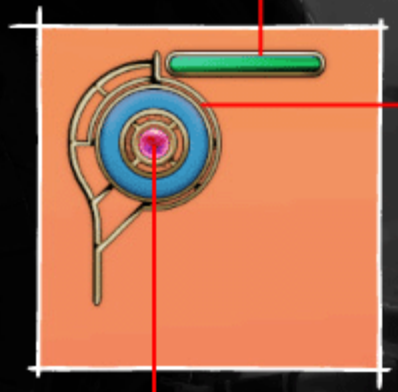
Kat's Status

Shows the health gauge, gravity gauge, and special attack signal.

Navigation Marker

Reveals the direction and distance of the next objective during missions. You can change the marker's destination by selecting "SET NAVI" on the map or mission log.

The Game Screen: Kat's Status Gauges



Health Gauge

When Kat takes damage from enemy attacks, her health gauge decreases. When it hits zero, the game is over. You can refill the health gauge by picking up vitality gems.

Gravity Gauge

This gauge steadily decreases as Kat uses her powers to control gravity. When it hits zero, gravity returns to normal. The gauge will eventually refill while in normal gravity, and you can also refill it by picking up energy gems.

Special Attack Signal

When this signal is lit, Kat can perform a special attack. After doing so, the signal will reset and recharge over time.

Complete Story Missions

To progress through the game, Kat must complete various types of missions, some of which are story missions that revolve around her quest. The icon shown to the right is placed on the map to indicate the starting point of a story mission.
After completing a story mission, you'll be free to explore the town or other new areas where you can gather information, collect gems, or pursue challenge missions before moving on to the next story mission.

Speak With Townspeople

Kat can converse with townspeople who have the icon shown to the right over their heads. They may share hints that can help you progress through the game's story.

Challenge Missions

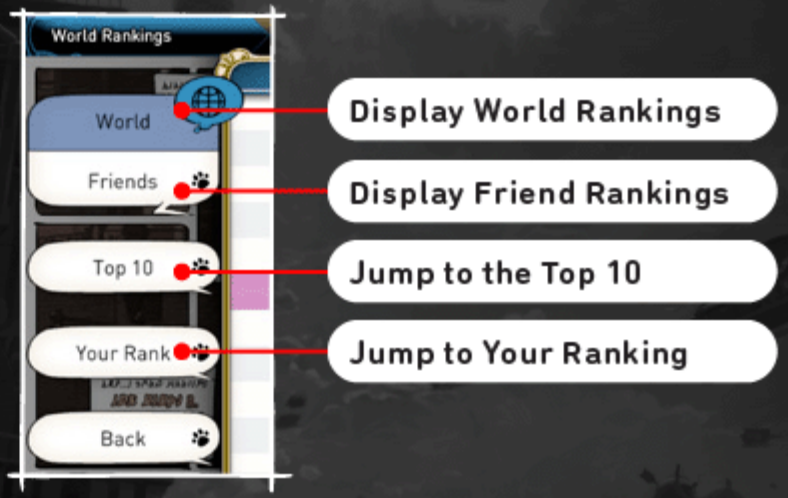
Unlocking Challenge Missions

The town is full of facilities that are no longer operable. When you use precious gems to repair them, you'll unlock challenge missions. Challenge missions do not affect your story progress, but they do offer a chance to earn precious gems based on your score. Give 'em a shot!

Challenge Missions (continued)

Viewing Mission Rankings

When you complete a challenge mission or select one from your mission log, tap the Rankings button to display that mission's ranking board. The ranking board shows the high scores of other players who have completed the mission, allowing you to compete for the top spot. You can swipe the screen to scroll up and down on the board, and tap the side icons to toggle between world rankings and friend rankings.



NOTE: You must sign in to the PlayStation®Network to view online rankings. Please refer to the PlayStation®Vita system instruction manual or online user's guide for details. To access the user's guide, go to the home screen of the PlayStation®Vita system and select Settings ⟶ User's Guide, or visit the official PlayStation® website.

The Game Over Screen

Continuing

When Kat's health gauge falls to zero from enemy attacks or other sources of damage, the Game Over screen will be displayed. Tap CONTINUE to resume your game from the last auto-save checkpoint. You will retain the same precious gems and ability boosts you had before your game ended. Tap RETURN TO TITLE to return to the title screen instead.

Game Controls

Game Controls (continued)

Basic Controls

Swipe Screen (Touchscreen)	Evade *
Tap Screen (Touchscreen)	Select Item †
Button	Reset Camera
Button	Toggle first-person view
Left Stick	Move
Right Stick	Control Camera

* Action becomes available later in the game. † Tappable items are marked with an icon.

Game Controls (continued)

Basic Controls (cont.)

Button	Kick *
Button	Jump
START Button	Open Pause Menu / Skip scene
SELECT Button	Open Select Menu

* Action becomes available later in the game. † Tappable items are marked with an icon.

Game Controls (continued)

Comic Scene Controls

Swipe Screen (Touchscreen)	Advance to next panel
Tap Screen (Touchscreen)	Reset focal point
Button	Return to previous panel
START Button	Skip scene
Drag from Center of Rear Touch Pad	Scroll screen
Tilt PS Vita system	Change focal point

Game Controls (continued)

Conversation Scene Control

Tap Speech Balloon	Advance conversation
○ Button / ✕ Button	Advance conversation
START Button	Skip scene

Game Controls (continued)

Gravity Power Controls

Touch and Hold Left and Right Edges of Screen	Gravity Slide
Left Stick	Move
Right Stick / Tilt PS Vita System	Control Camera
△ Button	Special attack
○ Button	Stasis field (While grabbing: Gravity throw)

Game Controls (continued)

Gravity Power Controls (cont.)

□ Button	While floating or gravity shifting: Gravity kick
✕ Button	While floating: Shift gravity (While floating or gravity shifting: Hold to speed fall)
L Button	Return to normal gravity
R Button	Float (While floating: Shift gravity)

NOTE: More gravity powers will become available as the story progresses.

Basic Actions

Move (Left Stick)

Press the left stick to move Kat. The farther you press it, the more quickly she'll move.

Jump (✕ Button)

Press this to jump. If pressed while moving, Kat will jump in the direction she's facing.

Kick (□ Button)

Attack enemies by kicking. Kick repeatedly to perform combos. You can also kick while jumping.

Defeating Nevi

Enemies — known as Nevi — can be destroyed by striking at their weak points, the red cores on their bodies.

Basic Actions (continued)

Evade (Swipe Screen)

Swipe the screen to dodge an enemy attack by rolling in that direction. Kat can evade while on the ground or while floating in the air. When on the ground, she can perform a counterattack (which is stronger than a normal kick) by pressing the button while evading.

Toggle First-person View / Reset Camera (Directional Buttons)

Press the button to switch between normal and first-person perspectives. When in first-person mode, you can control the camera with the right stick or by tilting the PS Vita system. Press the button to reset the camera to the direction Kat is facing.

NOTE: When falling from a high position, swipe the screen before you hit the ground to perform a soft landing that will allow for a quick recovery. There are other special actions like this as well, so try experimenting while you play.

Gravity Powers

Float (R Button) / Return to Normal Gravity (L Button)

When you press the R button, Kat's body glows red and she begins floating in zero-G at her current position. While floating, a blue targeting reticule appears (the Directional Marker), allowing you to choose a direction for her gravity shift and gravity kick powers. Guide the reticule by controlling the camera with the right stick or by tilting your PS Vita system. Press the L button to cease floating and return to normal gravity.

Gravity Powers (continued)

Gravity Shift (While Floating: R Button or ✕ Button)
Speed Fall (While Floating or Gravity Shifting: Hold ✕ Button)

When performing a gravity shift while floating, the direction of gravity around Kat will change, causing her to fall towards the Directional Marker. If Kat lands on the side of an object, like a building or billboard, she'll be able to move along that surface. While falling, you can hold the ✕ button to speed up, or press the R button to stop the fall by floating.

Gravity Powers (continued)

Gravity Kick (While Floating or Gravity Shifting: ● Button)

Kat will perform a kick as she falls towards the Directional Marker. The farther she falls, the more powerful the kick will become, so this can be especially effective against distant Nevi. The gravity kick has a lock-on property that automatically targets Nevi cores, and you can boost its lock-on accuracy by raising its level when powering up Kat. Its strength will increase as well.

Gravity Powers (continued)

Stasis Field (Button) / Gravity Throw (While Stasis Field is Active: Button)

Kat can generate a stasis field that can lift and carry nearby objects or people. (People can only be grabbed in certain missions.) Press the button a second time to perform a gravity throw, hurling the object towards the Directional Marker. You can maintain a stasis field even when gravity returns to normal, but the field will disappear once you run out of gravity energy.

Gravity Slide (Touch and Hold Left and Right Edges of Screen)

The gravity slide allows you to glide rapidly over surfaces, and can be used even when you're standing on the sides of buildings. To turn during a gravity slide, tilt your PS Vita system to the left or right like a steering wheel, releasing the edge on the opposite side to drift. Shake your PS Vita system upwards to jump. If you slide near a Nevi, you'll automatically attack it with a slide kick.

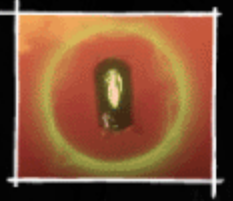
Gravity Powers (continued)

Special Attack (△ Button / Left Stick + △ Button)

It's possible to earn powerful special attacks during certain story missions. To activate them, your special attack signal must be lit. (They can be performed in either normal gravity or when floating.) Depending on the special attack, you may need to use the left stick in addition to the △ button to pull it off.

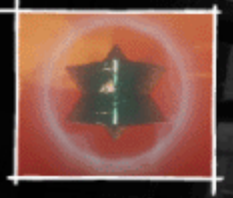
Finding and Using Gems

There are three types of gems that can be found throughout the city, each offering a different benefit to Kat. It's also possible to gain gems by defeating Nevi.



Vitality Gems

These refill a portion of Kat's health gauge.

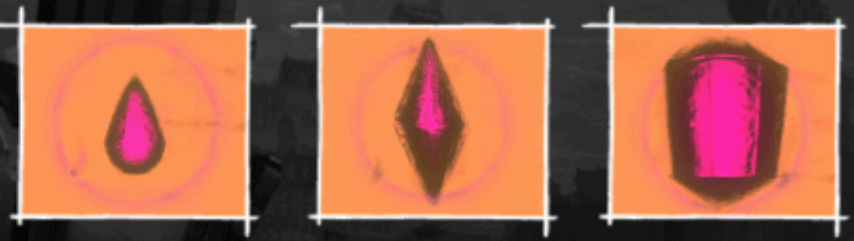


Energy Gems

These refill a portion of Kat's gravity gauge.

Precious Gems

These can be used for boosting Kat's abilities and repairing city facilities. The larger the gem, the higher its value.



The Pause Menu

Canceling Missions and Setting Options

When you press the START button the game will temporarily pause, and a menu will open with the following four options. Note that during comic and conversation scenes, pressing the START button will cause you to skip that scene.

Return to Game

Resume your paused game. You can also do this by pressing the START button again.

Cancel Mission

End your current mission and revert to where you were before the mission began. This option can only be selected when in a mission, and certain missions cannot be canceled.

Return to Title

End your game and return to the title screen.

Options

Change settings related to volume, camera controls, and camera sensitivity. To change a setting, drag the white slider to the left or right, or tap on the bar. Tap RESET to revert to the default settings.

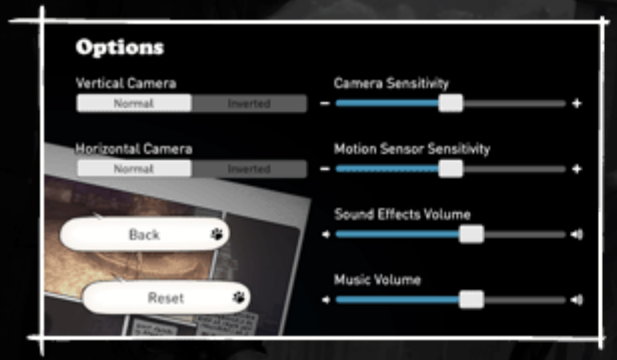
The Pause Menu: Game Options

Vertical Camera

Sets the up/down movement of right stick camera controls to Normal or Inverted.

Horizontal Camera

Sets the left/right movement of right stick camera controls to Normal or Inverted.



Camera Sensitivity

Sets the speed at which the right stick moves the camera.

Motion Sensor Sensitivity

Sets the sensitivity of the motion sensor. Set it to its lowest level to turn the motion sensor off.

Sound Effects Volume

Sets the volume of in-game sound effects.

Music Volume

Sets the volume of in-game background music.

The Select Menu

Navigating the Three Menu Screens

Press the SELECT button to open the Select Menu, where you'll find icons on the left side of the screen that you can tap to switch between the map, mission log and customize screens. (The map screen will always be displayed at the start.) Use the Select Menu whenever you want to find mission locations or town facilities, set new destinations, or power-up Kat's abilities. If you tap the Help icon, an explanation of the current screen will be displayed. All actions in the Select Menu are performed by touching the screen, the only exception being using the SELECT button to close the menu. (Alternatively, you can simply tap the Close icon.)

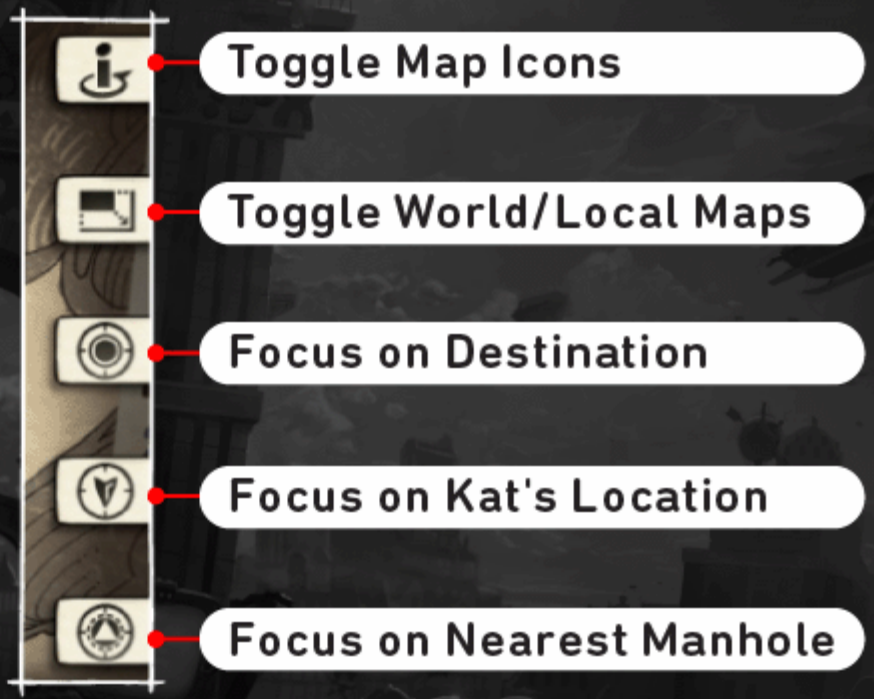
Menu Screen Icons

The Select Menu: Map Screen

Viewing Your Current Location

The map screen displays the local map of Kat's current area, along with all relevant map icons. By tapping the icons on the map toolbar, you can refocus the map on a new location or zoom out to the full world map. When the world map is displayed, you can tap on any area to view its local map. Swipe or drag the screen to scroll around the map. Pinch your fingers together to zoom in, or spread them apart to zoom out.

Map Toolbar



The Select Menu: Map Screen (continued)

Understanding the Map Icons

Story Missions

Conversation Characters

Kat's House

Stations/Airboat Liners

Manholes (Warp Points)

Current Position

Navigation Marker

Challenge Missions

The Select Menu: Map Screen (continued)

Getting Around the City

There are several ways to cut down on traveling time around the vast city of Hekseville.

Manholes

Once you've opened a manhole, you can use it to travel to manholes in other areas, or to return to your home. You can accomplish the same thing by selecting the Warp option at home. Manholes are located throughout the city, and finding them will make getting around town a breeze.

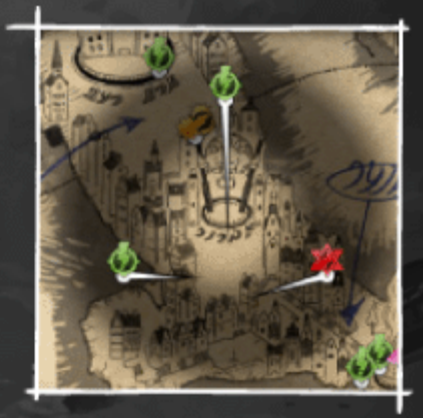
Stations & Airboat Liners

As you advance the story and reclaim lost sections of town, Kat will gain access to vehicles like trains and airboats that travel to new areas. Unlike manholes, these don't allow for instantaneous travel, but by taking in the view on a leisurely ride through the city, you may be able to spot precious gems and other new discoveries.

The Select Menu: Map Screen (continued)

Separating Clusters of Icons

When you tap an area of the map that is covered with two or more map icons, the icons will spread apart, becoming easier to tap individually. To return the map to normal, tap outside of the grey circle.



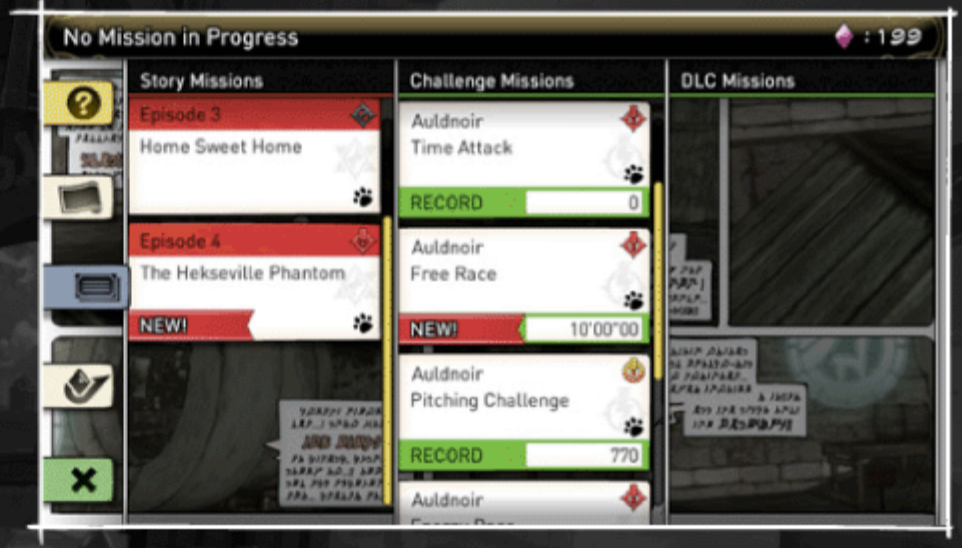
Setting the Navigation Marker

When you tap a map icon, you'll be able to read information about the marked area, and can use the Set Navi command to make the in-game navigation marker reveal the direction and distance to that destination. (The Select Menu will automatically close afterwards.) To remove the marker, tap on the map icon of the destination and select REMOVE NAVI.

The Select Menu: Mission Log

Reviewing Mission Progress and Challenge Scores

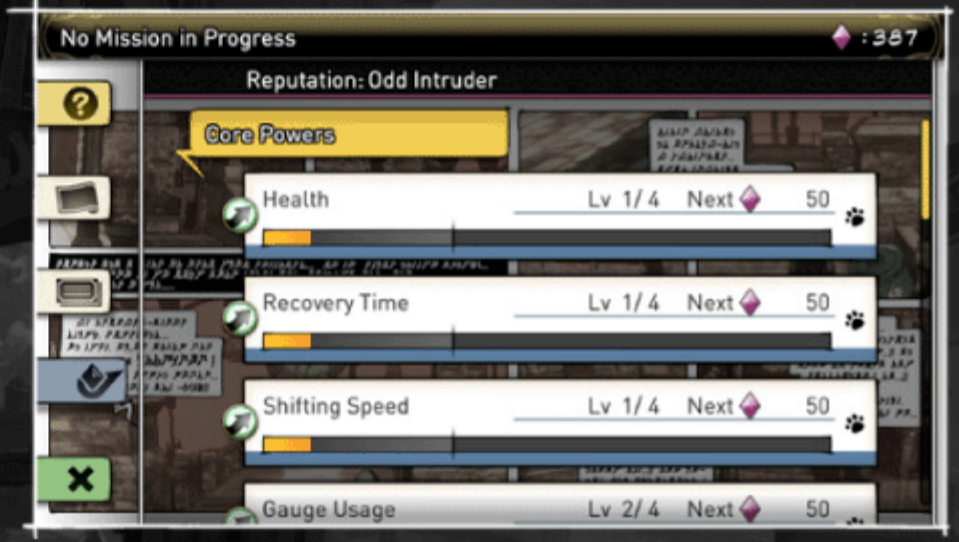
The Mission Log records all the missions you're able to accept or have already cleared. Swipe up and down to scroll through the list. Tap a story mission entry to review its plot developments (new info is added as the mission advances), or a challenge mission entry to see information about scores, mission rewards, etc. You can also set a navigation marker or review your challenge mission ranking.



The Select Menu: Powering Up

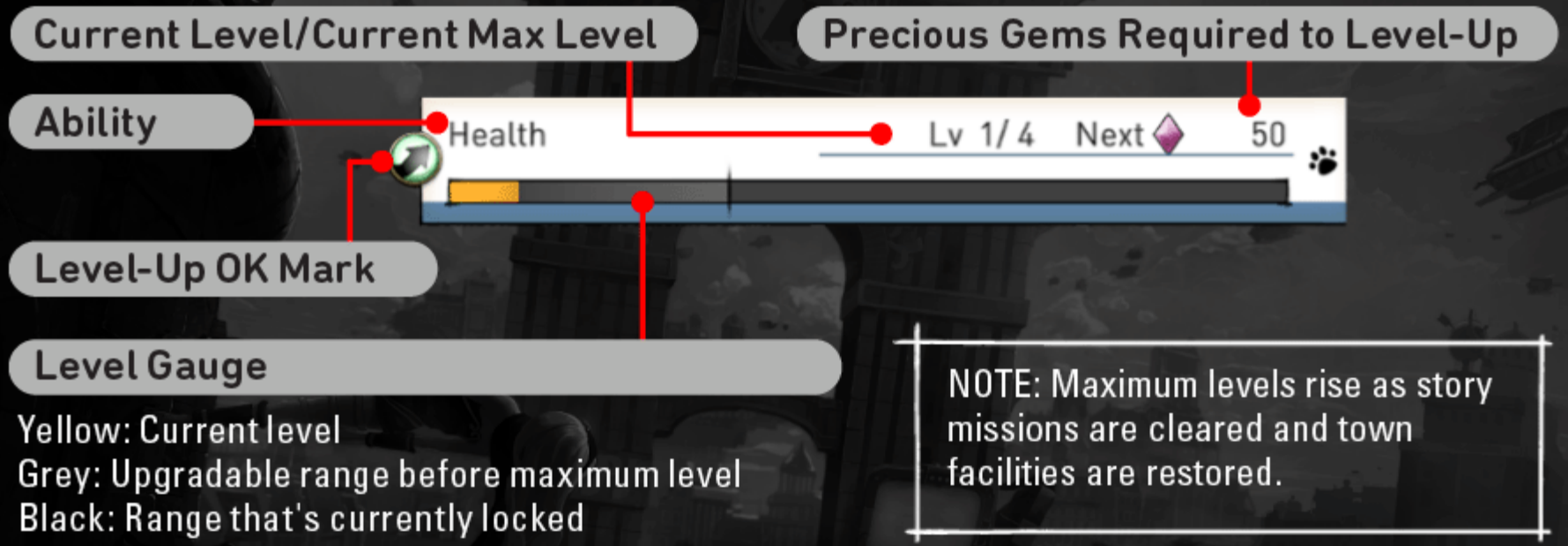
Use Precious Gems to Boost Kat's Abilities

You can use the precious gems you've acquired to level-up Kat's abilities. (The number of gems in your possession is displayed in the upper-right corner of the Select Menu screen.) Kat's abilities have been divided into four categories: core powers, combat powers, gravity powers, and special attacks. Swipe the screen up and down to scroll through the list, and tap the ability you wish to power up. Note that some abilities are added as the story progresses.



The Select Menu: Powering Up (continued)

Understanding the Customization Screen



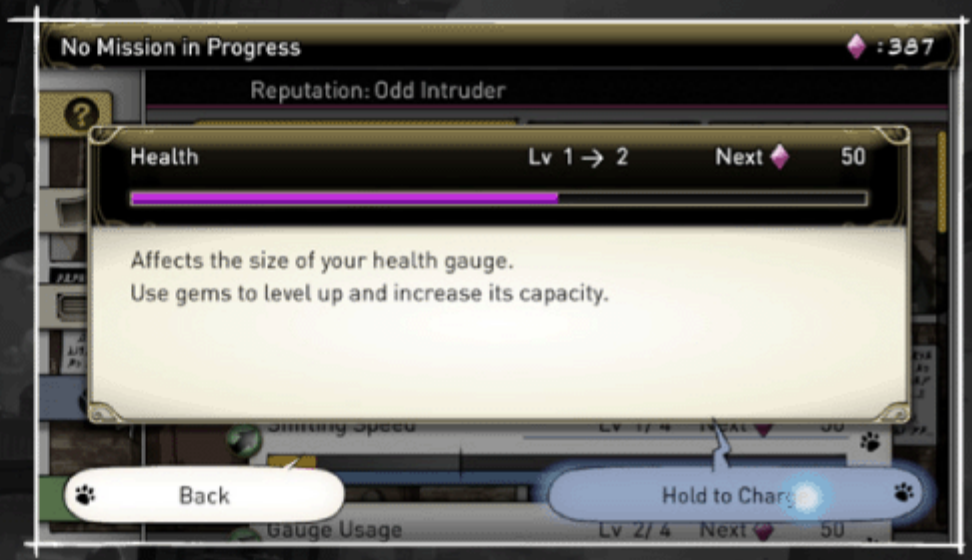
Yellow: Current level
Grey: Upgradable range before maximum level
Black: Range that's currently locked

NOTE: Maximum levels rise as story missions are cleared and town facilities are restored.

The Select Menu: Powering Up (continued)

Raising Your Ability Levels

Abilities that haven't yet reached their maximum level can be powered up if you have enough precious gems. When the conditions are met, the ability will be marked with a . If you tap that ability and hold it until the gauge fills, the ability will level-up and your precious gems will be consumed. If you lift your finger before the gauge is full, it will return to normal and the level-up process will be stopped with no gems consumed.



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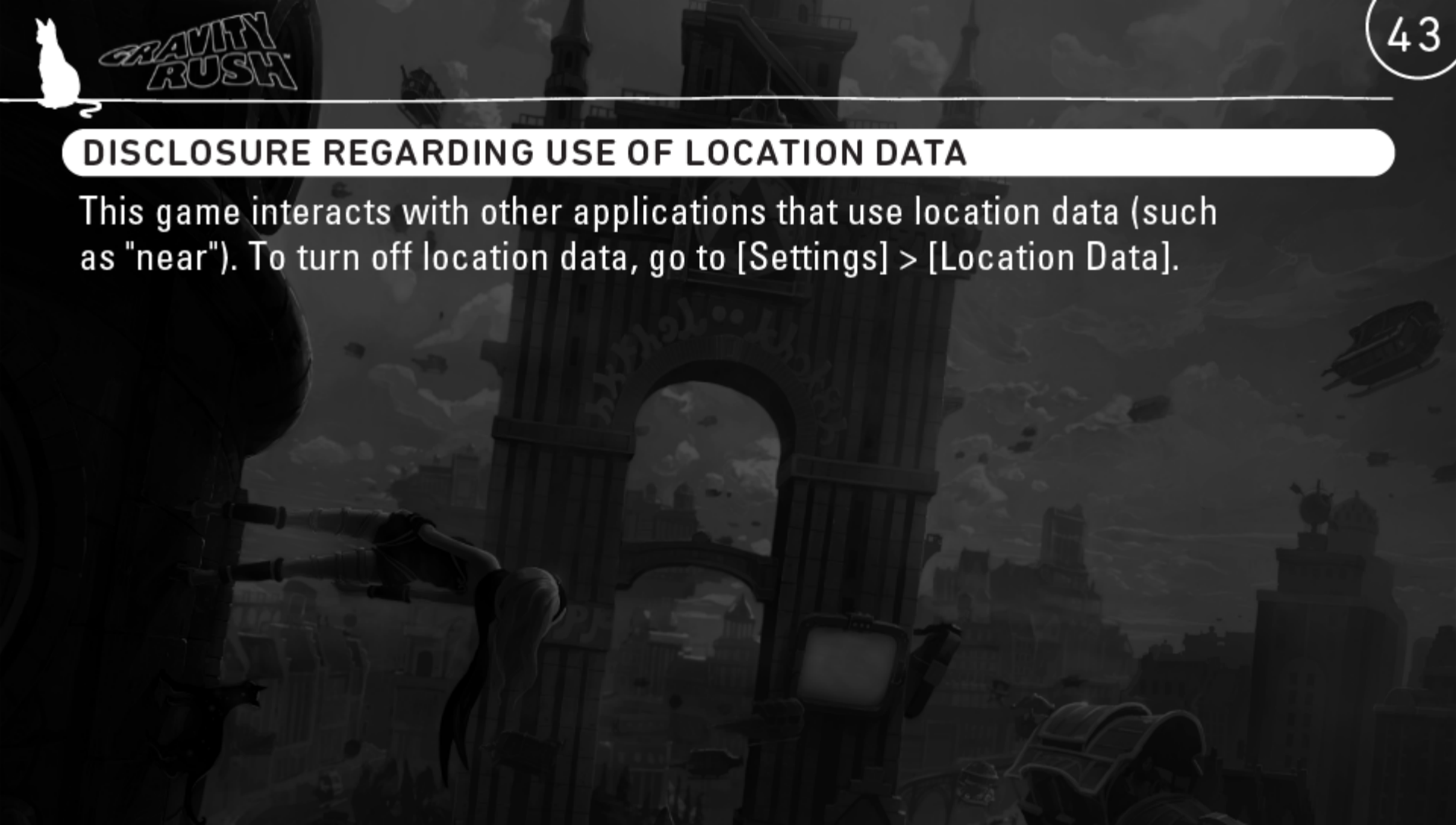
www.us.playstation.com/support/useragreements

DISCLOSURE REGARDING USE OF LOCATION DATA

This game interacts with other applications that use location data (such as "near"). To turn off location data, go to [Settings] > [Location Data].



Consumer Service\Technical Support Line

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6am– 8pm

and Sunday 7am – 6:30 pm Pacific Standard Time.

LIMITED WARRANTY – PART 1

SCEA warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase. This warranty does not apply to any consumables (such as batteries). For defects in material or workmanship within the warranty period, upon showing a proof of purchase, SCEA agrees for a period of one (1) year to either repair or replace this product with a new or factory recertified product at SCEA's option. For the purpose of this Limited Warranty, "factory recertified" means a product that has been returned to its original specifications.

Visit www.us.playstation.com/support or call 1-800-345-7669 to receive a return authorization and shipping instructions. This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or means other than from a defect in materials or workmanship.

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